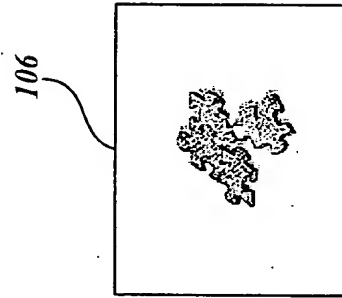


*Fig. 1A.*



*Fig. 1B.*

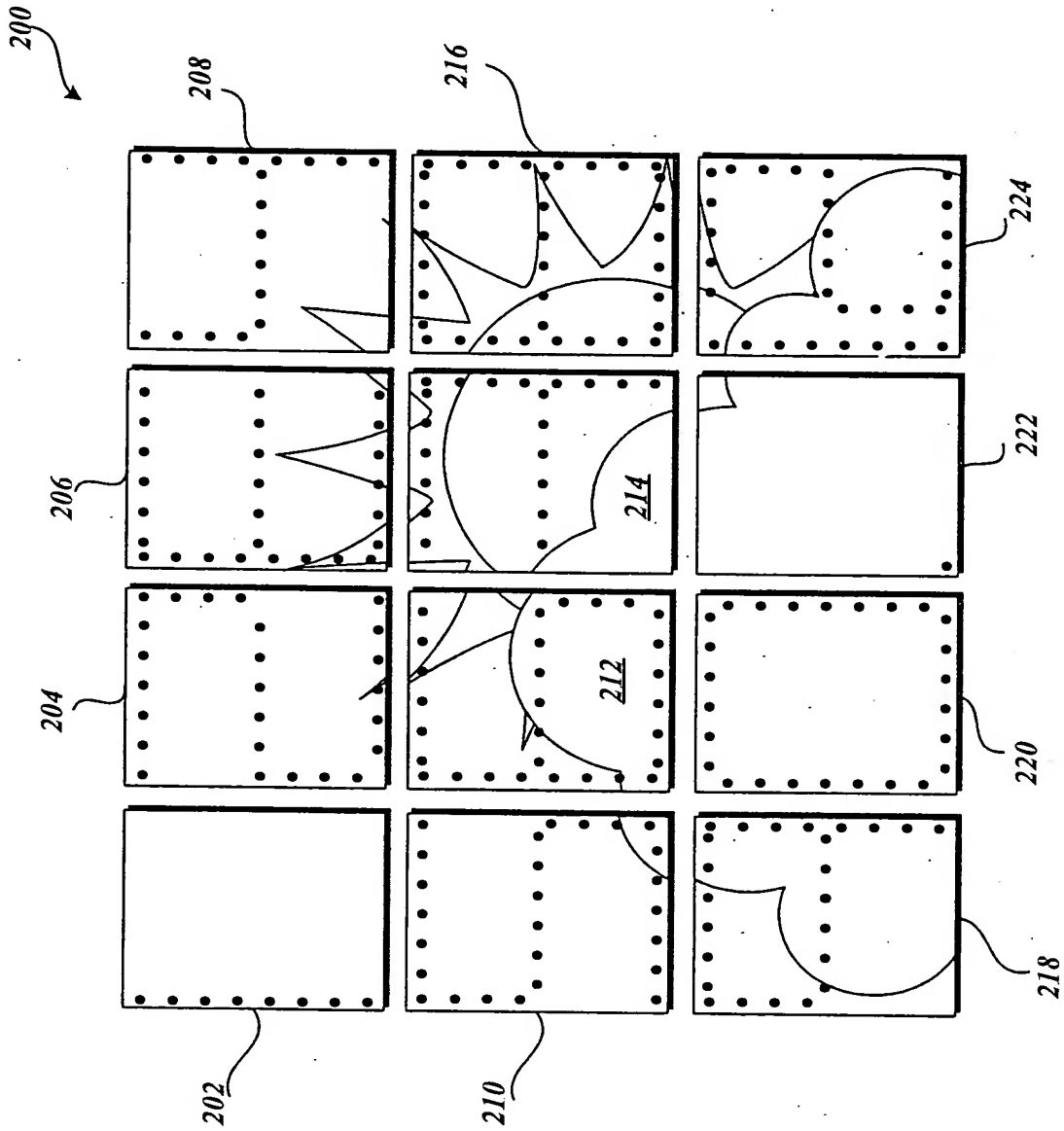


Fig. 2A.

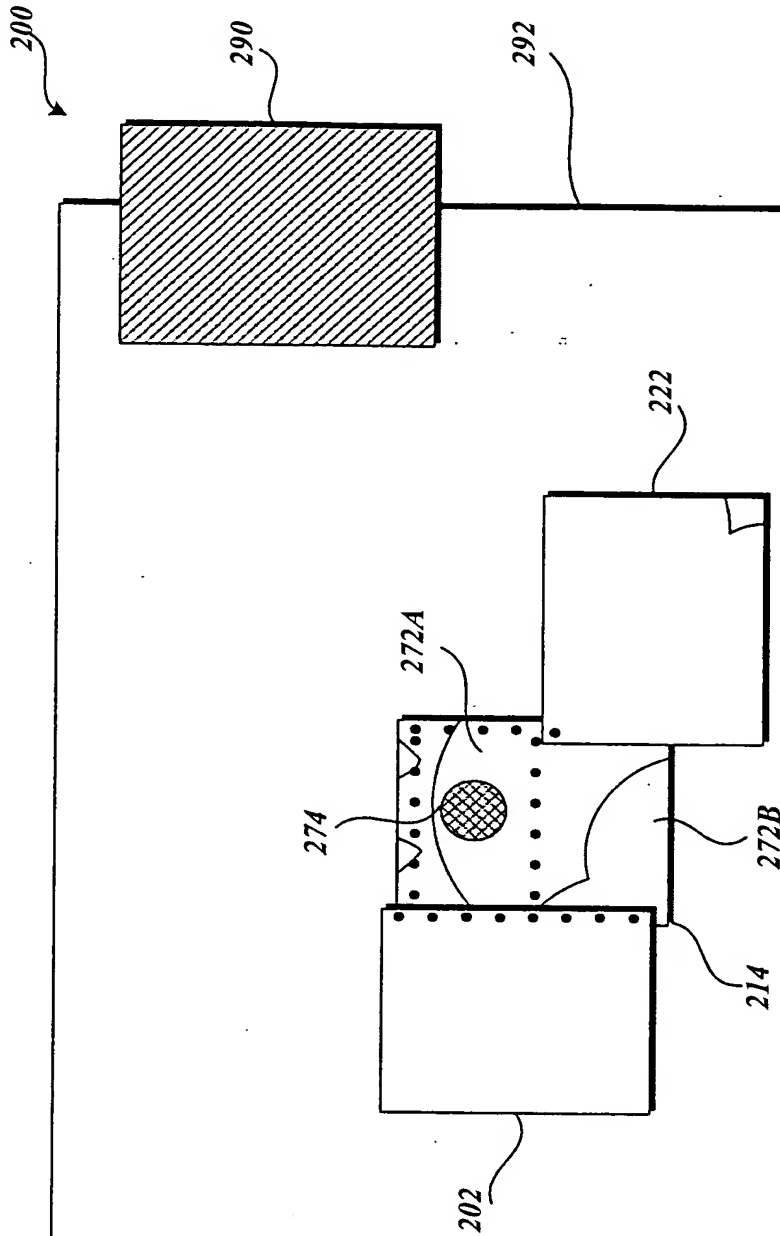


Fig. 2B.

4/12

300

**START A METHOD FOR  
PLAYING A STRATEGY CARD GAME**

**A**

**PLAYERS SET UP THE GAME AND TAKE TURNS TO PLACE  
CARDS ON THE PLAYING SURFACE TO FORM POLYGONS  
LARGE ENOUGH TO FIT IN POINT MARKERS TO SCORE  
(SEE FIGS. 3B-3F)**

302

**B**

**C**

**A PLAY BY A PLAYER IS CHECKED TO DETERMINE  
WHETHER IT VIOLATES A RESTRICTION (SEE FIGS. 3G-3J)**

304

**D**

**E**

**THE GAME CONCLUDES, RESULTING IN A TIE OR  
VICTORY FOR ONE OF THE PLAYERS (SEE FIG. 3K)**

306

**F**

**FINISH**

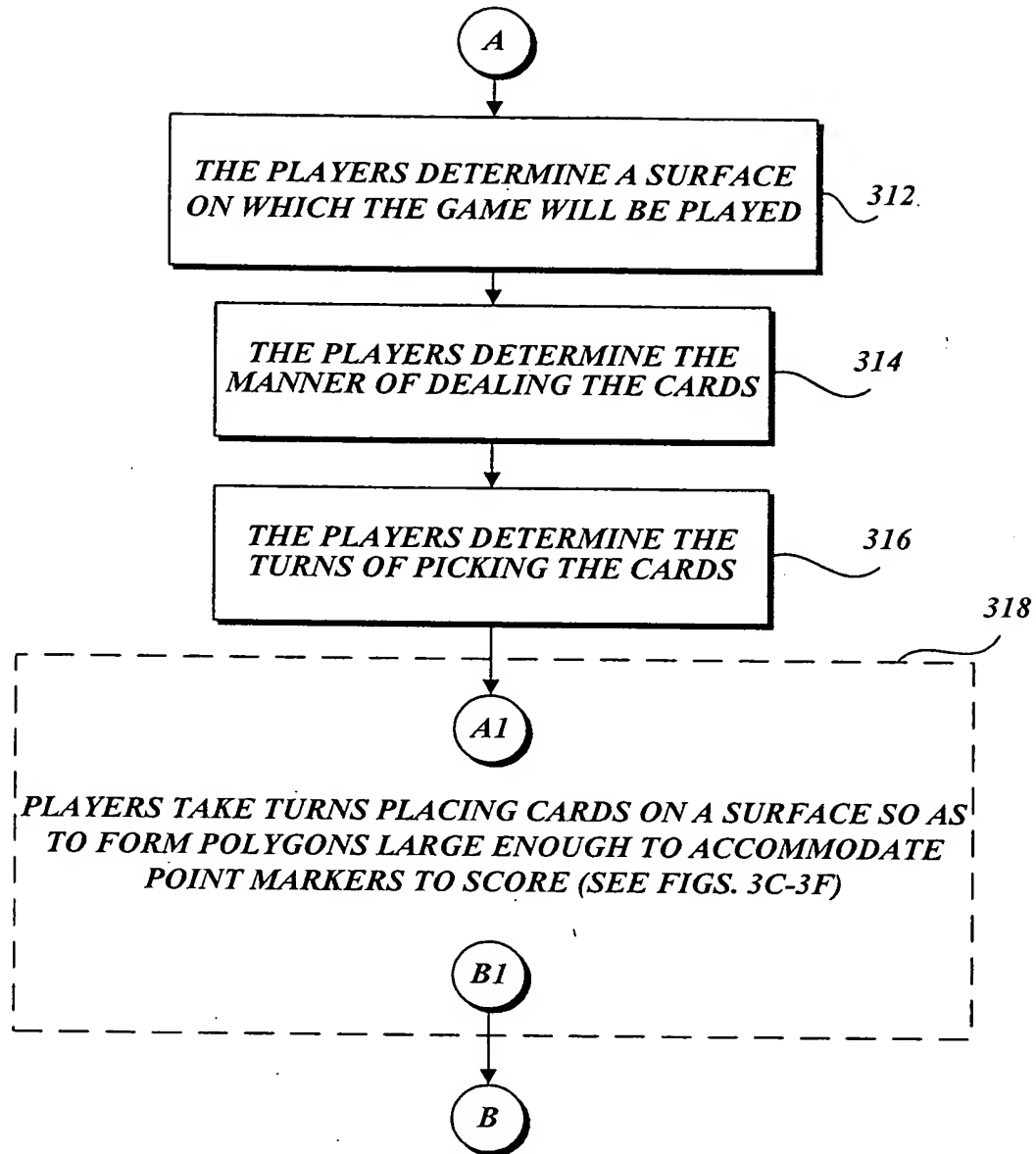
**Fig. 3A.**

DRAFT

GREC-1-21366

5/12

300



**Fig.3B.**

DRAFT

GREC-1-21366

300

6/12

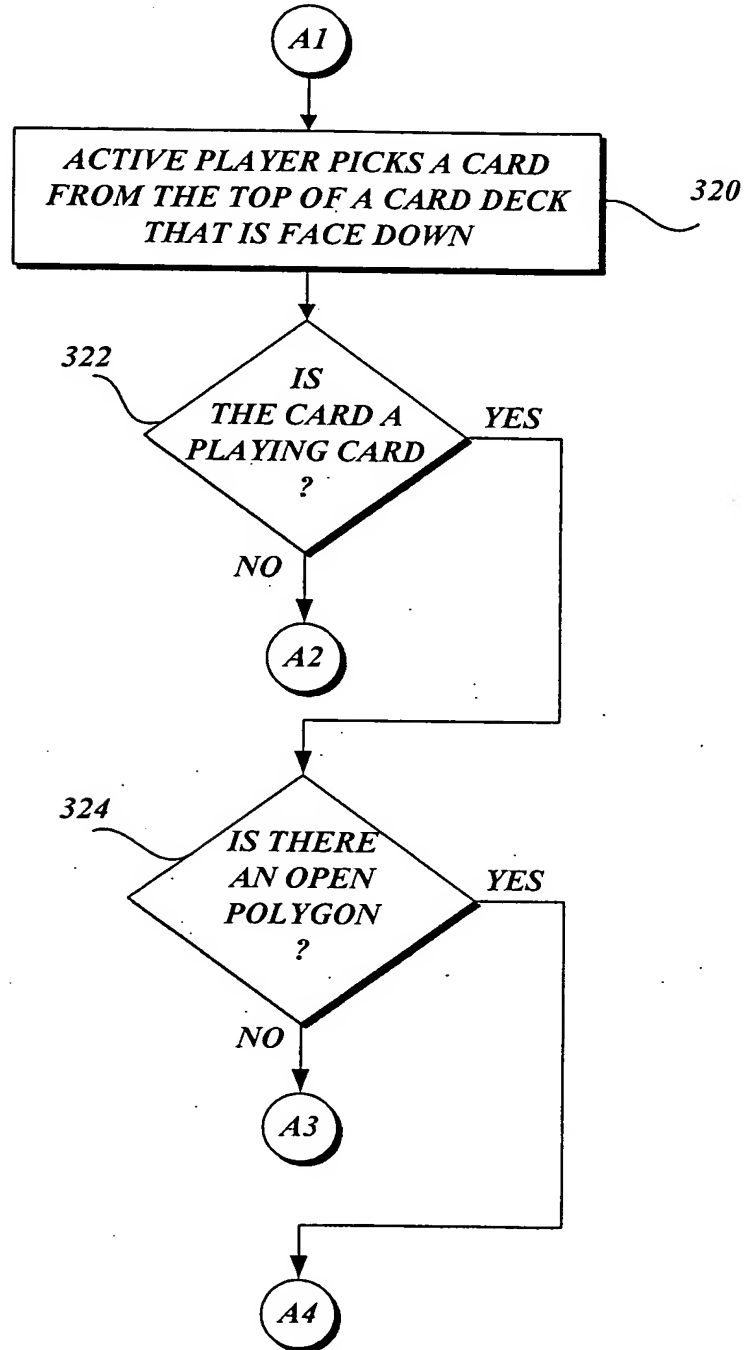


Fig.3C.

DRAFT

GREC-1-21366

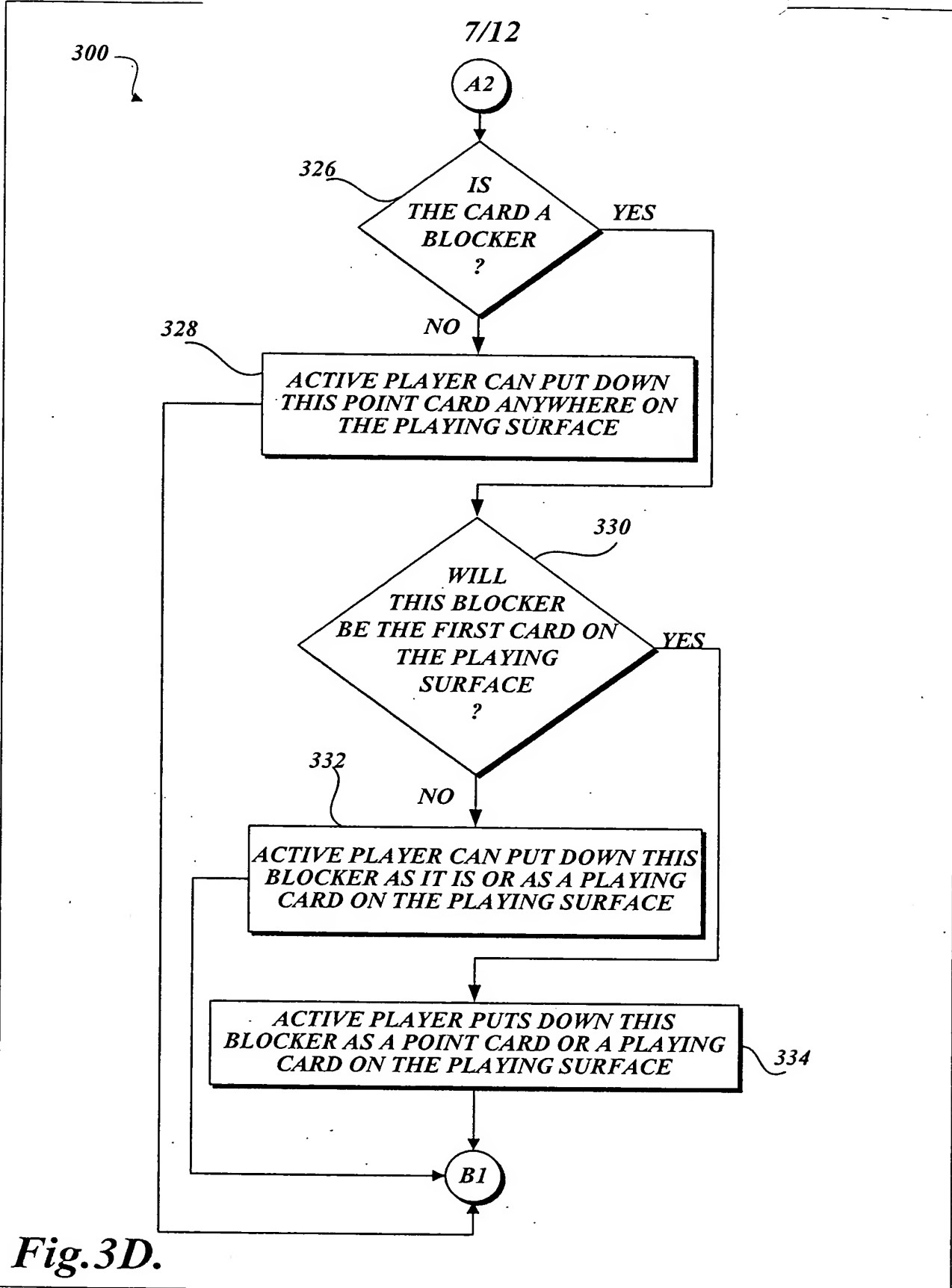
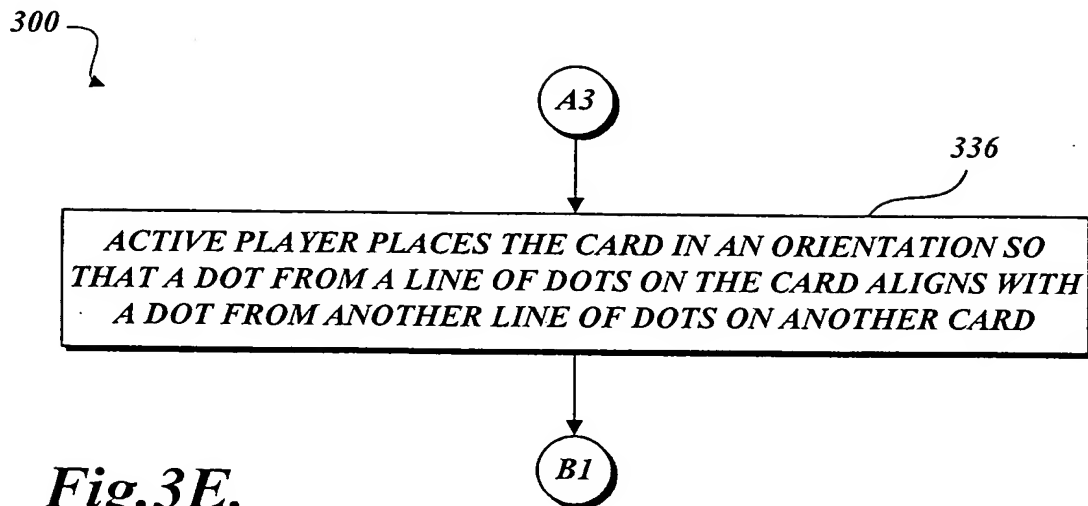


Fig.3D.

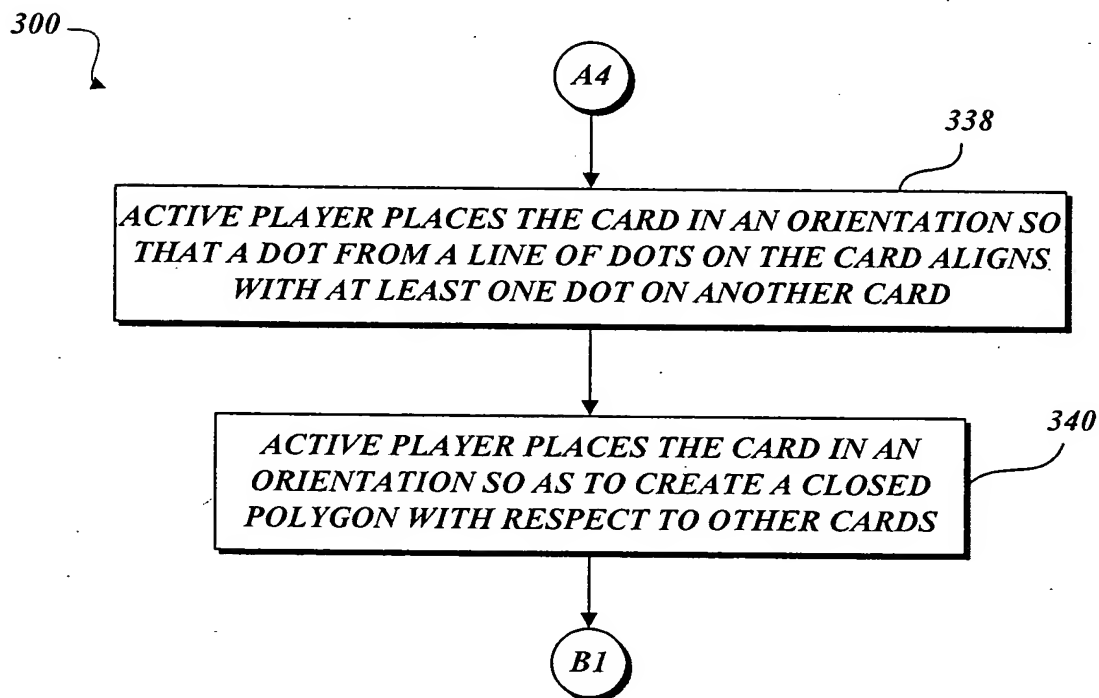
DRAFT

GREC-1-21366

8/12



**Fig.3E.**

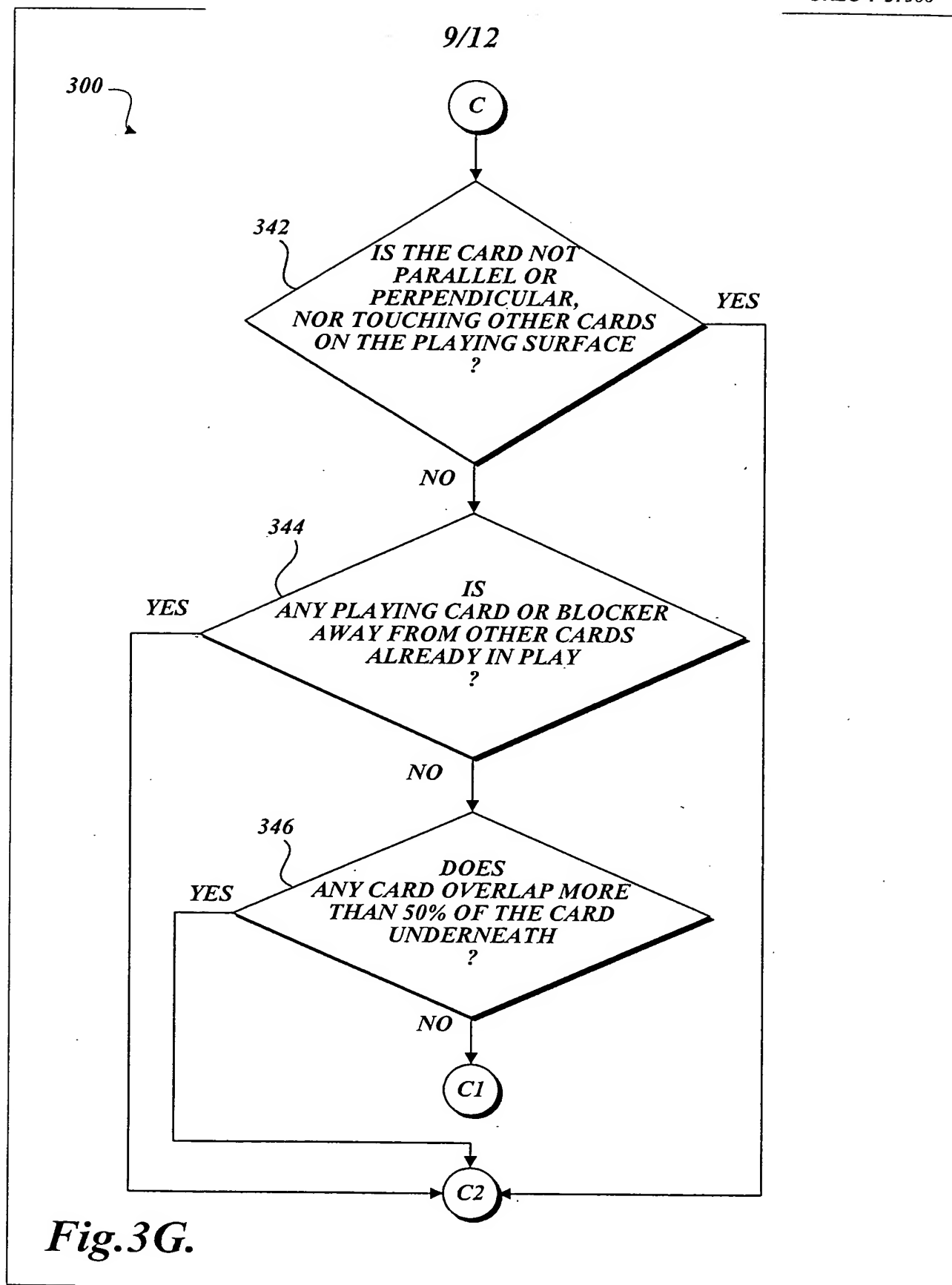


**Fig.3F.**



DRAFT

GREC-1-21366



300

10/12

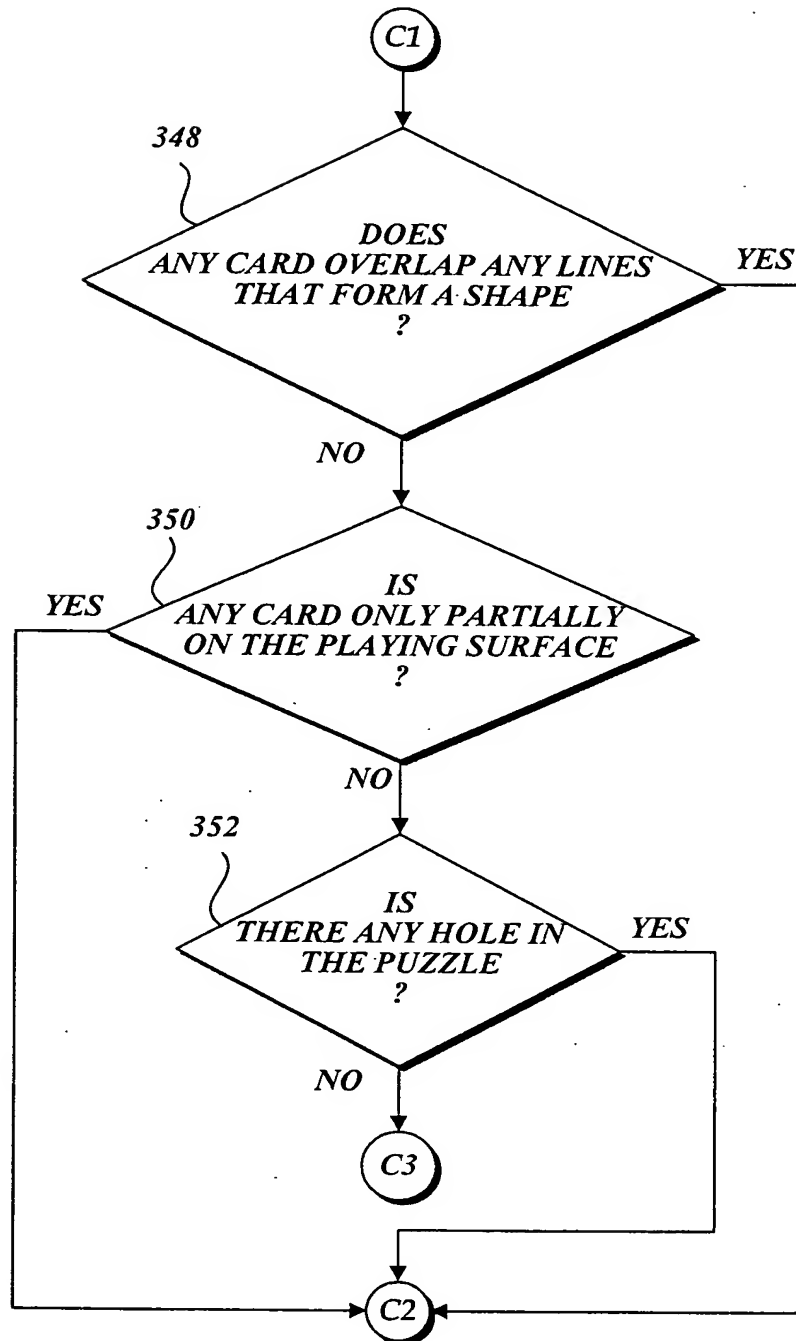
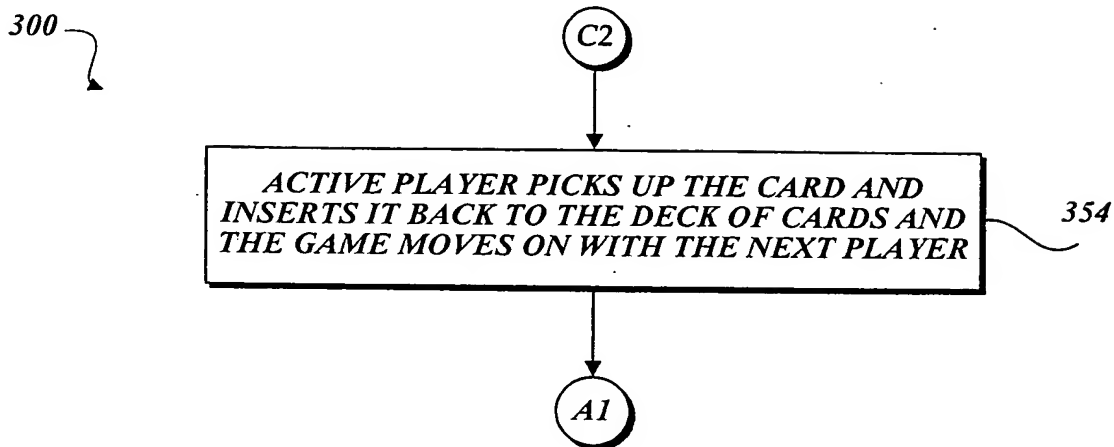
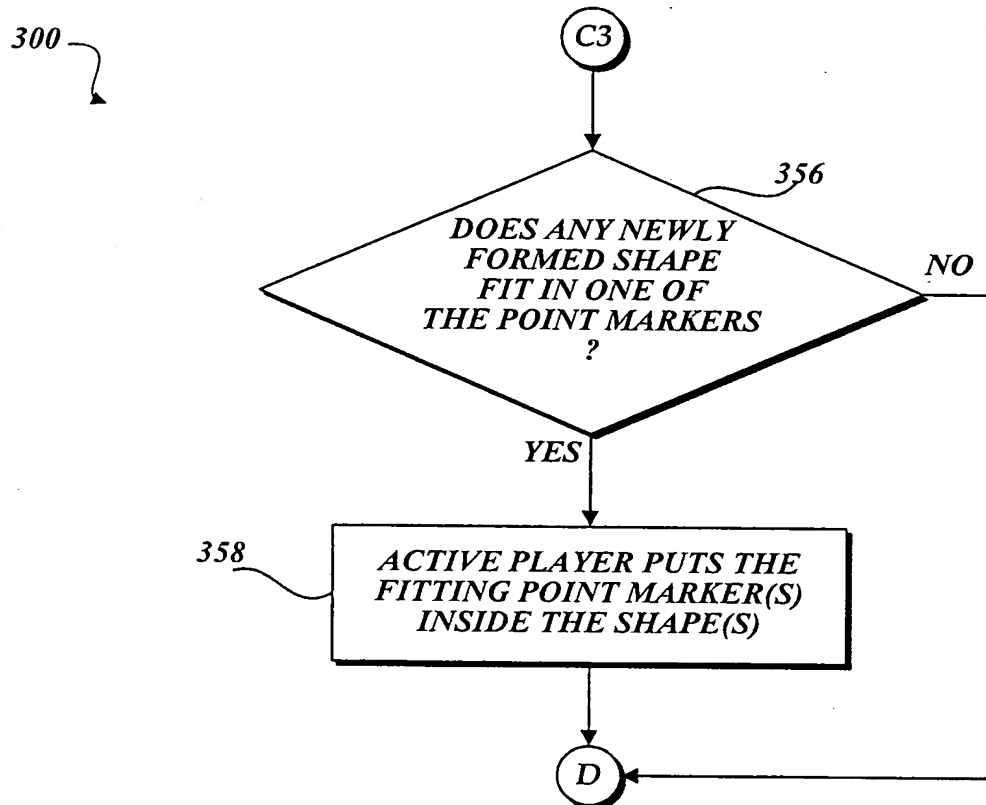


Fig.3H.

11/12

**Fig.3I.****Fig.3J.**

12/12

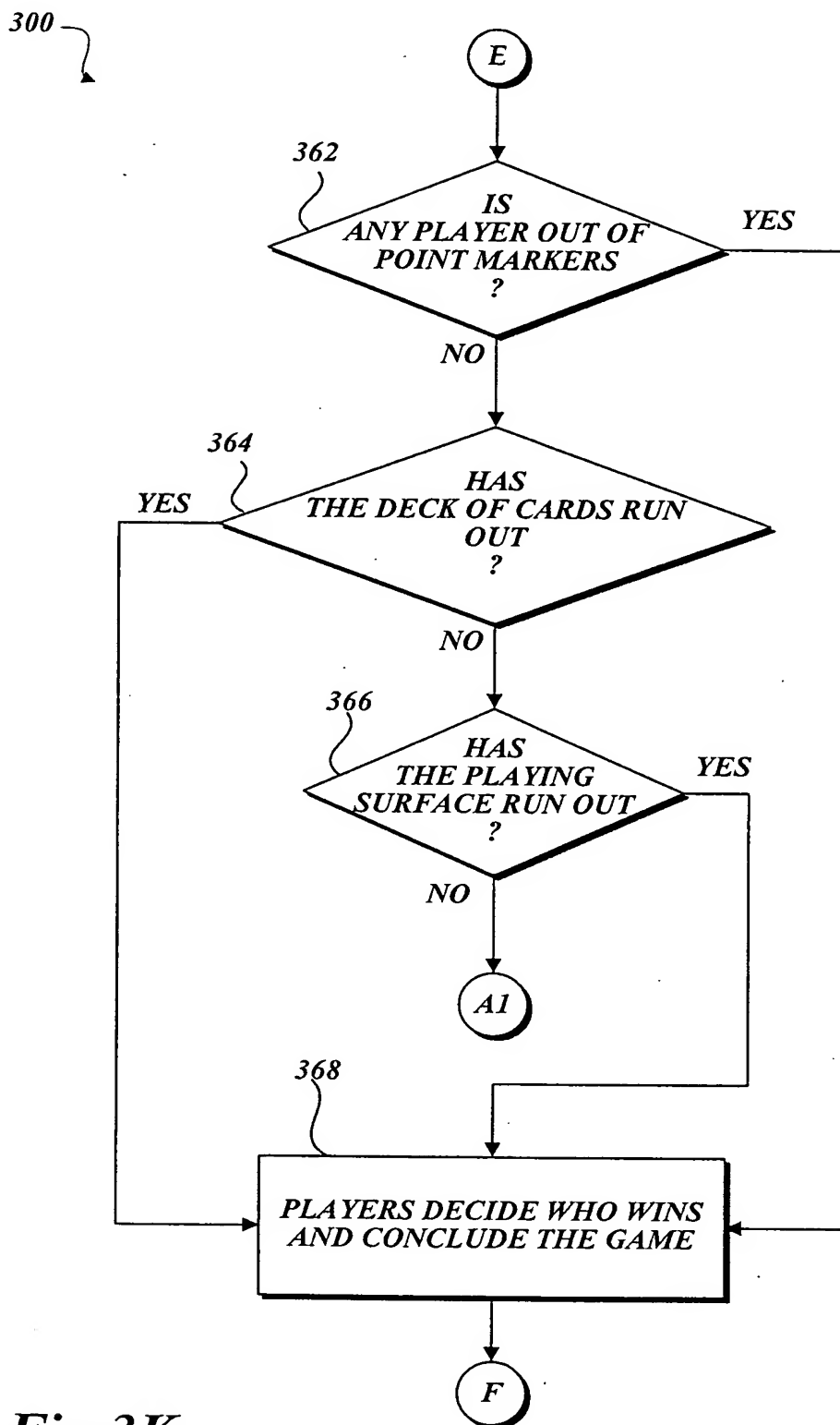


Fig.3K.